

On-Line Gaming Comes to Sega Saturn

Plug Net Link into your Sega Saturn and turn the Internet into your own private playground. You'll never lack for some head-to-head competition. Play all these killer Sega Saturn hits on-line!

DUKE NUKEM™
3D



DAYTONA™ USA
GCE Net Link Edition



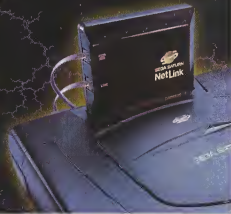
SATURN™
BOMBER MAN™



VIRTUAL™
ON



SEGA RALLY™
SEGA RALLY™
NETLINK EDITION



Sega and Sega Saturn are registered in the U.S. Patent and Trademark Office. Virtual On, and Sega Rally Championship are trademarks of SEGA. All Rights Reserved. Daytona USA is a trademark of the International Speedway Corporation, used under license from Daytona Properties. Duke Nukem™3D ©1996, 1997 3D Realms. All Rights Reserved. Created by 3D Realms. Published by Sega under license from GT Interactive Software Corp. Duke Nukem™3D is a trademark of 3D Realms. GT™ is a trademark and the GT Logo® is a registered trademark of GT Interactive Software Corp. Saturn Bomberman ©1997 Hudson Soft. Excludes merchandise and distribution by SEGA. All Content translated courtesy of Capital Records/Grand Royal. Cherry Days ©1998 Warner. This game is licensed for use with the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1997 SEGA, P.O. Box 8067, Redwood City, CA 94063. All rights reserved. Programmed in Japan. Made and printed in the U.S.A.

SEGA®



SEGA SATURN™

81076

A SEGA EXCLUSIVE

ENEMY ZERO

Starring *Jill Conniff*
of the band *Luscious Jackson*
as the voice of *Laura Lewis*

TEEN



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player, doing so may damage the headphones and speakers. This game is licensed by SEGA for home play on the Sega Saturn System only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

VISIT SEGA'S INTERNET SITES



STRATEGY GUIDES

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call 1-888-SEGA-SALES, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



Learn SEGA game secrets
from the masters. Call Now.

U.S.: 1-900-200-SEGA \$.95/min (recorded), \$1.50/min (live)

Must be 18 or have parental permission.

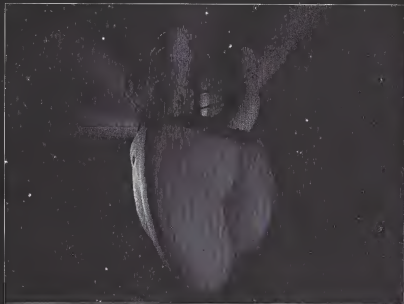
TDD Phone required. Sega of America

Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

ENEMY ZERO — Contents

ENEMY ZERO - The Story	2
Getting Started	4
The Controls	5
Starting the Game	
Disc Zero	6
Discs One through Three	7
Search Mode	
Moving around in rooms	8
Using items	9
Safe Haven	9
The VEXX Network System	9
Saving game data	10
Active Mode	
Moving in the corridors	11
Using the VPS	12
Shooting enemies	13
Crew Member Profiles	
Laura Lewis	14
Parker	14
Marcus	15
Kimberly Hurd	15
George Takahashi	15
David Barnard	16
Ronny	16

ENEMY ZERO



The exploratory biocraft Aki makes its way homeward through lonely vastness, its crew sealed in the long night of cryogenic suspension. Like a great steel heart, the spacecraft hangs floating in the black space. Shipboard systems register normal, and everything is quiet. Darkness, cold, silence and time. These are the elements of the void; in space, it is all there is....

The Aki's network system monitors low-level neural activity in the co-pilot's capsule. Dreams trouble Laura Lewis' sleep. Visions of war in the homeland strobe in scattered flashes across her frozen mind. The data is recorded; the sensors scan on.

On a lower deck, a systems failure in the storage bay is followed by a sudden impact of explosive force. The main computer engages its emergency program sequence, rousing the crew from their deep hibernation. Laura awakens as the nitrogen solution dissolves into mist, but clouds of uncertainty remain in her mind. Her life functions are stable, but memories have been lost. Amnesic and dazed, she starts up the network console, searching for clues to her identity and past.

The video phone directory connects her with Parker, the ship's engineer. But the shock that initiated the emergency program has damaged circuitry deep in the network core, cutting off the voice connection between rooms. At first, Parker merely gestures in futility, but suddenly a violent tremor rocks his cabin and a wave of shock and fear crosses his face. Laura can only look on in silence as she watches him retreat from some offscreen presence that has invaded the room. In terror, he draws his energy gun and fires, but without effect. The last image she sees before the connection breaks off is an arterial spray of blood across the cabin wall.

There is something aboard the Aki other than its crew. An unseen predator; an enemy. Laura now must find a way to stop it, and to survive.

Getting Started

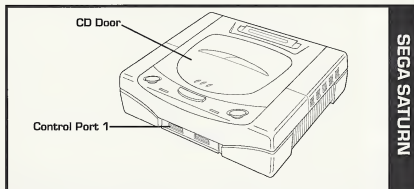
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

Note: *Enemy Zero™* is for one player only.

2. Place the *Enemy Zero* disc*, label side up, in the well of the CD tray and close the lid.

***Note:** *Enemy Zero* is a multi-disc game. See the section Starting the Game on page 6 for details on loading the various discs.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the onscreen control panel, simultaneously press **A**, **B**, **C** and Start on the Sega Saturn Control Pad. When the game Title screen appears, press the buttons again to go to the onscreen control panel.

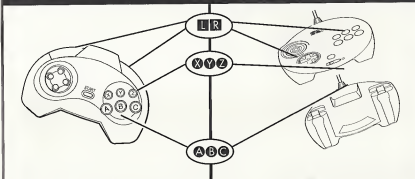


Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

The Controls

Sega Saturn Control Pad

Sega Saturn 3D Control Pad*



*To play the game using the analog control pad, set the mode switch to "o" mode before turning on your Sega Saturn. In "o" mode, the controls are the same as for the standard Control Pad.

Pre-Game

Start Button	<ul style="list-style-type: none"> • Start the game • Enter selections
D-Pad/Analog Pad	<ul style="list-style-type: none"> • Highlight selections

Search Mode

D-Pad/Analog Pad	<ul style="list-style-type: none"> • Control Laura's movement • Highlight selections • Select highlighted item • Perform actions • Call up/scroll through item display
A	
L/R	

Active Mode

D-Pad/Analog Pad	<ul style="list-style-type: none"> • Control Laura's movement • Prime and fire energy gun • Run (in direction currently facing) • Turn Laura's head (in direction pressed on D-Pad) • Sidestep left • Sidestep right • Look left • Look right
A	
B	
C	
X	
Y	
L	
R	

Starting the Game

Enemy Zero™ is an adventure set in a three-dimensional environment — the space station Aki. The game consists of four discs in all, an intro disc (Disc Zero) and three game discs (Discs One - Three). It is recommended that you read this instruction manual and practice using the Training Mode on Disc Zero before starting to play Disc One.

Disc Zero

Disc Zero features the introductory movie sequence, a Training Mode that lets you practice using some essential equipment before starting play, and credits for the game development staff at WARP.

When you load Disc Zero into your Sega Saturn, the WARP and True Motion Logos appear, followed by a CG movie sequence. After the movie, the *Enemy Zero* title screen appears. Press Start to bring up the Mode Select screen. The following modes are available in Disc Zero:



Opening Training

To watch the intro movie
To practice using the VPS

WARP Staff

To see game credits and a WARP company intro

Start

To exit Disc Zero

Press the D-Pad left or right to scroll through the mode names, and press the Start button to enter the highlighted mode.

Discs One through Three

To begin play, insert Disc One and press the Start button on your Control Pad. A message appears asking you to select New (to start a new game), or Load (to begin play from saved data, if you have any). Highlight New or Load by pressing the D-Pad up or down, and press Start to select.



When you select New, a second screen appears, prompting you to choose the difficulty level of the new game. Select Normal or Easy, and press Start. After you have selected a difficulty level, the game begins.



When you select Load, the voice recorder load data screen appears, displaying a list of all the available saved data files.

Highlight the data file you want to load by pressing the D-Pad up or down, and press **A** to select. The game starts from the place where the data file was recorded. (For more details on how to record and play game data, see the section Saving Game Data on page 10.)



Note: When you reach certain points in the progress of the story, a message appears onscreen prompting you to change discs. Follow the instructions and continue play from the new disc.

Search Mode



Moving around in rooms



When Laura is in one of the space station rooms, the game is in Search Mode. Search Mode allows Laura to search various areas of the room she is in and features movie sequences when Laura fulfills certain conditions in the story. Each room has a number of places to investigate.

Press the D-Pad in the direction (left or right) you want to face to change your orientation. Press the D-Pad up to move forward, and up again to take a closer look at a place in front of you.

When you come across a container, object or location in a room that you want to investigate, press **A**. If there is an item that can be acquired in that location, Laura will pick it up and add it to her inventory. If another action can be performed, an animation rolls as Laura acts out the plot sequence.

Using Items

Press **L** or **R** to bring up a display of the item(s) in Laura's possession. Press **L** or **R** again to scroll through the items one by one (when Laura has more than one item). Press **A** to use the current displayed item. Most items can only be used in certain rooms, or under certain conditions. If an item is currently unusable, there will be no effect when you press **A**, and the item remains in Laura's possession, unused.



Safe Haven

The enemy will not enter rooms, so Laura can use rooms around the Aki as places of refuge when being pursued.

The VEXX Network System

There are network consoles linked to the Aki's main computer in many rooms throughout the space station. The VEXX Network System gives Laura access to important data and video phone communications with other members of the Aki crew.



To use the Network System, press **A** when standing in front of any system console. After a brief movie sequence, the main VEXX Network screen appears. Press the D-Pad in any direction to highlight a network area, and **A** to access that area. The following areas are available:

Video Phone

To communicate with other crew members over the Network System.

Information

To access maps and information regarding the status of the space station.

Data Base

To access data regarding crew members, and descriptions of equipment and items found aboard the Aki.

Exit

To leave the Network System.

In any of the Network System subscreens, press the D-Pad to highlight the data file or video phone address you want to access and **A** to select. Press **B** to highlight Exit, and **A** when Exit is highlighted to move back one level in the network.

Saving Game Data

In one of the rooms of the Aki, Laura will discover an item called the voice recorder, allowing her to save game data from within any room in the space station. To use the voice recorder, press **L** or **R** when in a room to bring up the display of Laura's items, scroll to the image of the voice recorder and press **A**. A close-up image of the voice recorder appears on screen, showing the number of energy units remaining in the battery. Press **A** again to make Laura's thumb appear, and press the D-Pad up or down to position her thumb over the Record or Play buttons.



Press **A** when the thumb is on the Record button to record a data file with your current status. The message "Rec to SAVE?" appears. Press **B** to cancel or **A** to move on to the Save Data Screen. In the Save Data Screen, a list of available file locations appears. Press the D-Pad up or down to highlight the location you want to save data in, and press **A** to record. When you press **A** the confirm message "Overwrite?" appears. Press **A** to confirm, or **B** to cancel. After you record a new data file, the image of the voice recorder reappears showing the amount of energy units remaining in the battery.

Press **A** when the thumb is over the Play button to play game data you have already saved. The message "Play to LOAD?" appears. Press **B** to cancel or **A** to move ahead to the Load Data Screen. In the Load Data Screen a list of all saved data files appears. Press the D-Pad up or down to highlight the data you want to load and press **A**. The confirm message "Load?" appears. Press **B** to cancel or **A** to load the data. When you load a data file, the game restarts from the point where the data file you loaded was saved.

Note: The voice recorder has a limited amount of energy units, and cannot be recharged. Battery power is used every time you save or load data. You can only save and load data a limited number of times.

Active Mode



Moving in the corridors



When Laura leaves a room, the game shifts into Active Mode, allowing for more freedom of movement than in Search Mode. To move in Active Mode:

Press	To
D-Pad up	Walk forward
B	Run forward
D-Pad left/right	Turn
C + D-Pad	Look in the direction pressed without moving
L or R	Turn Laura's head left or right
X or Y	Sidestep left or right while facing forward

Using the VPS (VEXX Positioning System)



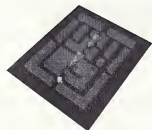
The enemy may appear at any time in the corridors of the Aki. Because the enemy is invisible, the only means of detecting and tracking its position is through the VPS, a device worn inside the ear that signals the presence and location of life forms through a series of changing tones. (Laura must find the VPS unit in one of the rooms before she can detect any enemies.)

The VPS indicates the relative location of nearby life forms by the following tone patterns:

FRONT
SIDE (left/right)
REAR

High pitched tone
Medium pitched tone
Low pitched tone

The pitch changes when the life form moves to a different location, or Laura faces in another direction. The VPS indicates the position of life forms relative to the direction Laura is facing, so when she turns her head, the pitch will change even if she remains stationary.



The frequency of the tone pulses increases as a life form approaches, becoming a nearly unbroken series of pulses at close range. When the VPS detects the presence of multiple life forms, it emits a unique tone pulse pattern for each life form in range.

The enemy is highly intelligent and will attack when it senses another life form in its vicinity. It is attracted by sounds, such as footsteps, so it may be advisable to walk quietly rather than run through locations where you think an enemy lurks.

Shooting enemies



During her searches through the Aki, Laura will need to acquire an energy gun in order to be able to confront the enemy. The energy gun delivers a powerful burst of energy, but has several limitations (see the notes below).

Press **A** to draw the gun.

Holding **A** when drawn allows the gun to charge up. The gun must be fully charged to fire.



The energy gun can maintain a full charge for only a few seconds. If you hold **A** for more than a few seconds, the charge is lost and you will have to recharge the gun before you can fire.



The energy gun only has a short range. If you fire too quickly, the energy burst may not reach its target, even if it is in front of you. Timing each shot is crucial in effectively killing the enemy.



There are four types of energy guns found throughout the Aki. Each gun holds a limited number of energy bursts. Gun Type IV has an unlimited number of energy bursts and does not need to be charged. When a gun runs out of energy, it must be recharged at a weapon station before it can be fired again. Weapon stations are located in various rooms throughout the space station.

Note: It is strongly recommended that you use the training mode on Disc Zero (see page 6) before attempting game play. You must acclimate yourself by using the VPS and energy gun to be effective when encountering real enemies on Discs 1 to 3.

Crew Member Profiles



Laura Lewis

Co-Pilot

Age: 32

Sex: Female

Country: USA



Due to a malfunction in her resuscitation from cryogenic sleep, Laura has lost a large part of her memory. Although she wakes in her own cabin, her surroundings seem unfamiliar, like a stranger's room.



Parker

Engineer

Age: 30

Sex: Male

Country: USA



One look at his room — strewn with empty beer cans and pin-up posters — tells the story of Parker's bachelor existence. He has a big heart, but no instincts for housekeeping.

Crew Member Profiles



Marcus

Physician

Age: 39

Sex: Male

Country: GER



In overseeing the health of the Aki's crew, Dr. Marcus tends to the needs of the sick and injured, provides periodic check-ups and even occasional psychological counseling. He presents a solid, serious image, but some of his personal effects betray a hidden side to his character.



Kimberly Hurd

Counselor

Age: 32

Sex: Female

Country: USA



Kimberly's job is to ensure smooth relations between the members of Aki's crew. She's always ready to provide a sympathetic ear, clinical consultation or just to have an idle chat.



George Takahashi

Computer Engineer

Age: 48

Sex: Male

Country: JPN



George is a workaholic and perfectionist who centers his existence around his computer. When he isn't taking a cryogenic nap, he can usually be found staring into the monitor. He makes it a policy never to answer his video phone when he's working on a project, which hasn't won him any popularity contests with the rest of the crew.

Crew Member Profiles



David Barnard
Sub-Captain
 Age: 31
 Sex: Male
 Country: UK



David's duties as sub-captain keep most of his time occupied, but when he has a free moment he likes to get back to his cabin to catch up on his reading. Nothing helps take the edge off a long workday like a good book.



Ronny
Captain
 Age: 45
 Sex: Male
 Country: USA



Although Captain Ronny holds ultimate authority over all shipboard activities, it's rare that he issues a direct order. He tries not to be away from his cabin during emergency situations as it is his command center.

Credits

Sega of America, Inc.

Producer:	Keith Palmer
Supervising Producer:	Dave Locke
Product Managers:	Kristin McCloskey, Terese Russell
Localization Director:	Bobby White
Scripting:	Nina Blake
Laura's Voice by:	Jill Cunniff of "Luscious Jackson", Capitol Records/Grand Royal
Recorded at:	AudioBanks, Los Angeles ServiSound, New York
Lead Tester:	Dennis Lee
Assistant Lead Tester:	Lloyd Kinoshita
Testers:	Amy Albertson, Joe Damon, Michael Dobbins, Arnold Feener, Howard Gibson, Rick Greer, Jeff Junio, Chris Lucich, Marcus Montgomery, Abe Navarro, Jacob Rohrer
Special Thanks to:	Scot Allen, Sandy Castagnola, Jadelyn Chang, Curtis Clarkson, Geraldine Dessimoz, Marci Ditter, Angela Edwards, Sheri Hockaday, Jason Kuo, Judie Nybo, Paul Sears, Eric Smith, Undyne Stafford, Bernie Stolar, Mark Subotnick, Shuji Utsumi, Test Mgmt., and Seedy Crew

Notes

Notes

Notes

LIMITED WARRANTY

Sega of America Inc., warrants to the original consumer purchaser that the Sega Saturn CD-ROM shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective CD-ROM or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, improper handling, modification, tampering or any other causes not related to defective material or workmanship.

WARRANTY REPAIRS

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store.

To receive U.S. warranty service, call the Sega Consumer Service Department at

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342

Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

OUR OF WARRANTY REPAIRS AND REPAIRS AFTER EXPIRATION OF WARRANTY

After termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of replacement. If you elect to have your CD-ROM replaced, send a check or money order payable to Sega of America Inc., for the amount of the cost of the product provided to you by the technician.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provided you with specific legal rights. You may have other rights which vary from state to state.

For service needs, call Sega at:

1-800-USA-SEGA

For French instructions, please call

Instructions en français, téléphoner au: **1-800-872-7342**

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



"Sega is committed to helping prepare the next generation for the world they will create. Since 1992, the Sega Foundation has invested more than \$7.7 million to ensure access to quality education and health for American youth."